





BLADE FORCE™



Before Using Your 3DO® System

Exposure to certain light patterns, flashing lights, or backgrounds on a television screen or while playing video games may induce an epileptic seizure in a very small percentage of individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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GREETINGS...

From the Laboratory of

**Dr. Franz
GRUBERT**

I HAD HOPED that I could be here to welcome you in person, give you a fuller mission briefing, and complete your HeliPak Flight Suit training in greater detail. However, since my lab was firebombed last year, I have found it necessary to stay well hidden – even from my friends and allies. The enclosed information packet will help bring you up to speed about the situation in Meggagrid, and give you the latest technical specs on your HeliPak Suit. For your safety (and mine), please read it thoroughly before attempting to fly even a simple mission.

Your HeliPak Suit is the only working prototype in existence. You may recall the extensive media coverage I received two years ago when I unveiled my plan to equip Meggagrid's entire police force with such suits. After the tax-starved government reduced the maximum prison sentence to two weeks and defunded the last mental health centers, an aerial anti-terrorist strike team seemed like a low-cost way to keep a lid on a rising crime rate. However, I underestimated the power of my enemies, and their corrupt influences at City Hall. Instead of adopting the HeliPak as standard equipment, the City Council cut off my funding. The bombing followed just weeks later, leaving me in a wheelchair for life.



Since then, my research has also become my one chance at vengeance. I have been working secretly to finish the HeliPak prototype, mapping out a series of aerial assault missions against Meggagrid's most influential criminals, and finding a pilot who possessed the strength, reflexes, and sheer guts needed to run these missions successfully. I admit to a bit of envy – I wish I could realize my dream in person. But based on your record, I also know that I made the right choice.

Enclosed, you'll find the following information:

- A guide to using your HeliPak Flight Suit, including all its armaments and other features.
- A dossier on Meggagrid's known super-criminals, and their defenses.



Remember – as an airborne avenger soaring the skies of Meggagrid, you are entering a jungle in which you are both predator and prey. Though your HeliPak Suit has state-of-the-art weaponry and reconnaissance equipment, your survival ultimately will depend on the sharpness of your eyes, the speed of your thought processes, and the steadiness of your nerves.

GOOD LUCK!

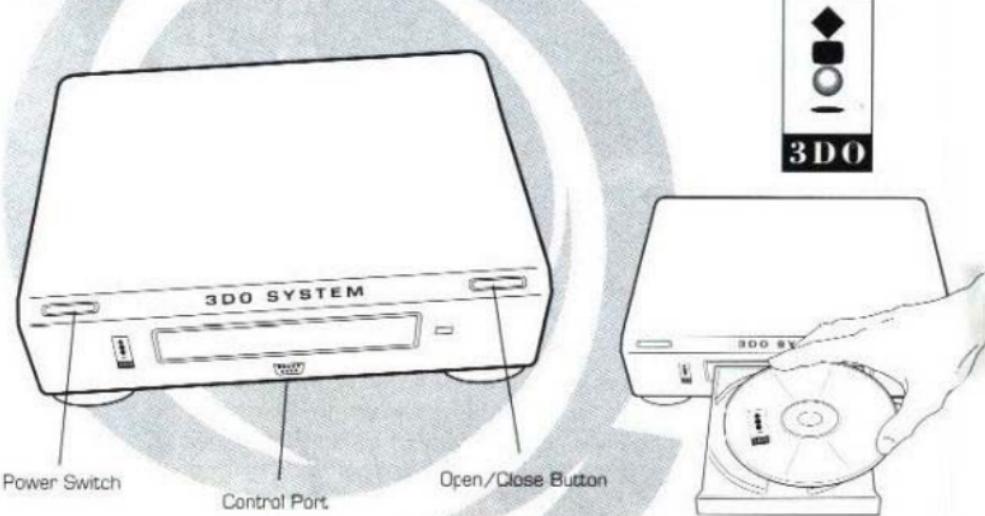
Dr. Franz Grubert

Operating Your HeliPak Flight Suit

Loading the Game

1. Turn **ON** the power switch on your 3DO system. The **READY** light indicates that the unit is on.
2. Check to see that the Control Pad or FlightStick is connected to the Control Port on the front of the system. If it isn't, turn the system **OFF**, plug in the Control Pad or FlightStick, and then turn the power **ON** again.
3. Press the **OPEN/CLOSE** button and insert your CD with the label facing up in the disk tray. Press **OPEN/CLOSE** again to retract the tray. Or open the pop-top lid on your top-loading 3DO system, insert the CD with the label facing up, and close the lid.

You should see the 3DO logo on your screen within a few seconds. If the symbol does not appear, turn the system off and repeat the process from step 1.



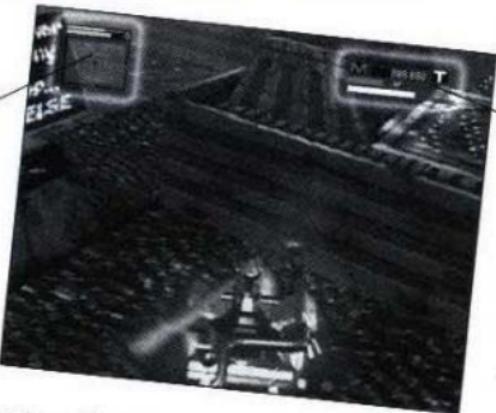
The Main Options Screen



The Main Options screen offers you seven choices. To choose one, move the D-Pad to highlight it and press **A**.

- **Select Controller** - You have your choice of several options for your controller configuration. *BladeForce* supports both the standard 3DO Control Pad and the CH Products FlightStick Pro® for 3DO systems.
- **Select Interface** - You have several choices for Game Screen configuration to complement your flying style and preferences.
- **SFX/Music Balance** - Set the volume ratio of music to sound effects.
- **View High Scores** - View the highest six games played on this 3DO player.
- **Start New Game** - Allows you to start a new game under a new name. If all of the six new game slots are full, you will be instructed to delete at least one of the saved *BladeForce* games.
- **Load Saved Game** - Load a previously saved game.
- **Delete Saved Game** - This allows you delete one or all six saved *BladeForce* game slots.

The Game Screen



Radar Display

Your HeliPak radar display consists of 3 sections:

- **Main Radar Grid** – The main grid will display 6 different enemies or power-ups in your area. The objects are represented by:
 - **Yellow Dots** – Flyers
 - **Red Dots** – Ground Turrets
 - **Blue Dots** – Ground Bunkers
 - **Light Blue Dots** – Power-Ups (certain power-ups will show up but not all of them.)
 - **Green Dots** – Source Objects
 - **White Dots** – The Boss (this dot will also flash.)
- **Enemy Strength Meter** – Located above the main grid. This meter consists of two parts – the lower 'Yellow Grow Bar' showing the amount of strength all enemies have, and a Strength Gauge split up into 3 colored sections:
 - **Red** – Enemies are at full strength.
 - **Yellow** – Enemies are at medium strength
 - **Green** – Enemies are at low strength. At this level, the Boss should now be easiest to capture.
- **HeliPaks** – In the upper right corner is the number of HeliPaks or Lives you have left in the game.

Score Display

The Score Display consists of 6 sections:

- **Projectile Selector** – In the upper-left corner of the display is the Power Projectile Selector. This displays the type of Projectile currently available. When the Standard Projectile is selected, an **M** is shown; Curve Projectiles are represented by the letter **C**, and Tracking Projectiles by the letter **T**.
- **Toss Bomb Selector** – In the upper-right corner of the display is the Bomb Selector. When the Standard Bomb is selected, a **G** is shown; Shrapnel Bombs are represented by the letter **S**, and Power Bombs by the letter **P**.
- **Score** – The current score is displayed in the center of the score display.
- **Health Meter** (red) – In the middle-left represents your current health status.
- **Fuel Meter** (blue) – In the middle-right is your current fuel status.
- **Weapons Charge** – The green bar located on the bottom of the score display represents your special weapons charge. When this bar is full, your weapons are fully charged.

When any of the meter bars are flashing, they are warning you that you are running out of that resource. For example – a flashing green bar indicates insufficient charge to fire weapons, a flashing health bar indicates very low on health, etc.

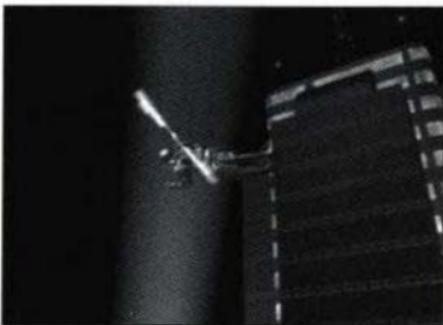
Flight and Fire Controls

Operating the flight and weapons controls for your HeliPak Suit is as easy as mastering a few simple commands. The following pages show the *BladeForce* default controls for both the 3DO Control Pad and the CH Products FlightStick Pro. Many other configurations for each are possible.

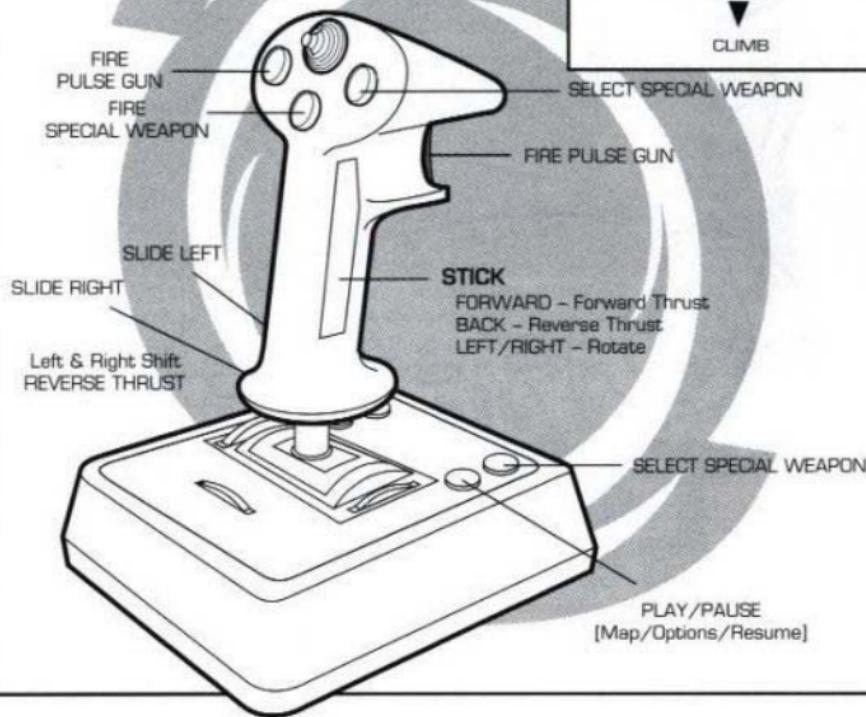
FlightStick Calibration

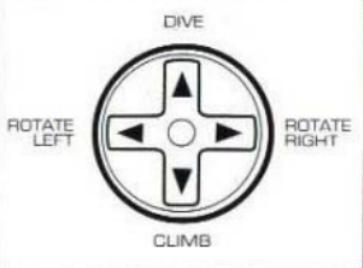
When using the FlightStick with *BladeForce*, you will automatically be presented with a calibration screen. When the screen appears, be sure your FlightStick is centered [straight up], and then press a button. Nothing will move on screen, but your FlightStick will now be calibrated for the rest of the game. This screen cannot be called up later.

IMPORTANT NOTE: If you have a FlightStick connected to your 3DO system when you begin playing *BladeForce*, the FlightStick settings will be automatically loaded and you will only be able to play the game and control the Option screens with the FlightStick. This happens whether or not you have any control pads connected in addition to the FlightStick. If you wish to play with a Control Pad, please quit *BladeForce*, turn off your 3DO system, and disconnect all FlightSticks. Then turn on your 3DO system, load in the *BladeForce* disc, and you'll be able to play with the Control Pad.

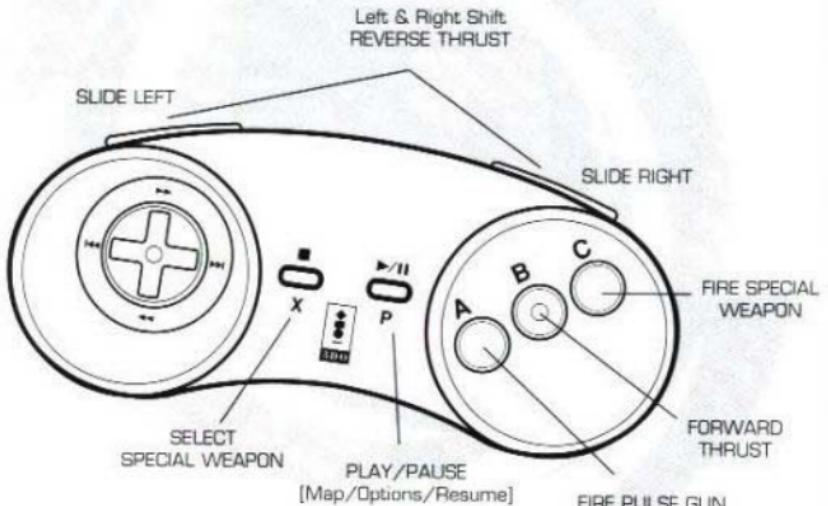


FlightStick Defaults





Control Pad Defaults



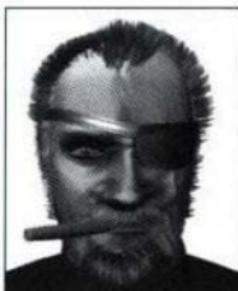
Running THE MISSIONS...

MEGGAGRID IS A TEEMING NEW INDUSTRIAL CAPITAL built on the remains of the city once known as Los Angeles. As a specific enterprise zone, the city has encouraged unlimited financial growth by suspending all restrictive measures such as taxes, drug laws, and environmental regulations. In this free-market atmosphere, large corporations thrive... and so do Meggagrid's criminals. Because the government no longer funds prisons, courts, or hospitals, there are no real sanctions against criminal behavior, and no treatment for those whose bodies and minds have been poisoned by the increasingly toxic environment.

A small Underground movement, which includes the few remaining police officers, small business owners, and others concerned about the rising crime level, has coalesced to take back the streets of Meggagrid. As the only HeliPak pilot in existence, you are their hero, and their most important ally. Count on the Underground to support you with information as your missions progress.

Leading Crime Figures

Our Underground friends have identified several individuals as leaders of Meggagrid's criminal elite. Sources caution that this list is far from complete, and new crime bosses are emerging virtually every week. However, there is confidence that the capture or elimination of these undesirable elements will have an immediate and significant impact on Meggagrid's crime rate.



TERRENCE PITT

A BIG MAN WITH BIG GUNS and even bigger henchmen, Pitt thrives by perpetuating bloodshed. He supplies all the weapons to Meggagrid's hardened criminals. Regardless of the cause, he'll get you what you need - for a price. This kingpin must be the first to fall if you hope to topple the criminal hierarchy that makes Meggagrid a living Hell.

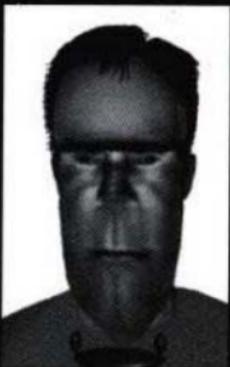
STEEL MEDUSA SISTERS



THE GENETICALLY TWISTED Steel Medusa Sisters are a product of bio-metallurgical experiments gone bad. These green-blooded women have been driven insane by their cyber-genetic mutant transformation. With their enhanced strength and violent tendencies, the Sisters have made a career of robbing banks and a hobby of destroying State-owned buildings. Chaos, destruction, and a collectively bad attitude are the hallmarks of their hateful existence.

PYRO MEGALY

FORMER FIRE CAPTAIN Pyromegaly mixes a mean cocktail of extortion and terrorism, with a twist of Napalm. His recent escape from a high-security insane asylum went relatively unnoticed. All the high voltage shock therapy has warped him - inside and out. Now if Meggagrid's corporations don't cooperate with his demands, they can expect a trial by fire.



UGLY TWO HEAD



UGLY TWO HEAD IS THE NAME, black market medical work is the game. What else is a failed surgeon with a criminal record, a revoked license and two heads supposed to do? The doctor, whose body was riddled with cancer, grafted his brain into the head of his medical assistant. This sick experiment destroyed the surgeon's reputation, and his license was consequently revoked. But with a world poisoned by pollution and criminals getting injured every day, a steady flow of desperate patients are always interested in Dr. Two Head's cut-rate prices for clandestine surgery.

EDDY EXTASY

THIS STUNNINGLY SLICK GANGSTER is nothing more than a glorified pusher - a purveyor of hard-core designer drugs. Eddy's pathological desire to impress makes him an overachiever in everything he undertakes: crime, drug trafficking, corruption of Meggagrid's youth. Sleek cars, fine suits, and gorgeous trophy women surround him - no lane is fast enough for Eddy's life.



REVEREND BEA ATCH



THE REVEREND BEA ATCH DOOMSDAY TELETHON sends a subliminal message that steals the mind of any unfortunate viewer. Weaker-willed people are converted into fanatic followers. For the strong-willed, she has another plan - she predicts terrible catastrophes that can only be averted by significant cash donations. When donations do not arrive on time, the Reverend's followers make sure her prophecies of doom become a reality.

HeliPak Weapons and Resources

Your HeliPak Flight Suit is equipped with several lightweight, easy-to-use weapons that should prove effective in dealing with Meggagrid's criminal element. Power-ups are represented by small rotating cubes throughout the game. Fly into a power-up to activate it. Shooting these items does not gain you their benefits. Before engaging a Crime Boss, it is highly recommended you power yourself with as many of these resources as possible. All power-ups, including special weapons, are usable only in the level you are playing. They don't carry forward. The following is not a full list of all Weapons, Resources, or Power-ups. Check around you as you fly through the level for more.

Targeting Computer



Targeting Cursor

The HeliPak has an on-board targeting computer to help you aim some of your weapons. The crosshairs displayed in front of you is your suit's computer telling you which of the enemies are the greatest threat and setting the altitude for destroying them. You'll still need to aim horizontally by turning your body right and left until you line up with your target. Not all weapons use the computer in the same way; the differences are explained in each weapon description. This icon flashes to help locate it onscreen.

Weapons-Pak

Your HeliPak does not have unlimited power. To ensure the availability of firepower, Underground friends of Dr. Grubert have left you many Charger-Paks spread throughout the city. The more of these you pick up, the faster your Weapons-Pak will fire. While you never really run out of charge, you may have to wait longer until your Weapons-Pak recharges before firing. If you pick up all the Charger-Paks you can find, you should be able to achieve unlimited weapon firing and strength, which you'll need to defeat your toughest enemies.



Charger-Pak

This may be your most highly-valued power-up. It will certainly be the power-up you collect most frequently because there are between 100 and 200 of these spread out in each level. The more of these you pick up, the faster your Weapons-Pak recharges itself. The charge also increases the firing rate of the Pulse Gun. You need as many of these as you can find to battle the Boss.

Pulse Gun

This weapon is unlimited, but causes the least destruction of all your weapons, and the Targeting Computer does not work fully with the Pulse Gun. The computer does take care of gross altitude, but you'll need to aim horizontally and pay some attention to staying at approximately the right altitude to hit your target. Firing accuracy increases the closer you are to your target's altitude.



Pulse Gun Power-Up

Picking up this power-up will increase the number of pulses your gun produces. For example, if you had one bullet coming out of your gun at a time, this power-up would boost that to two shots firing at a time. The effect of these power-ups is cumulative.

Toss Bombs



Toss Bomb Display

Toss Bombs are similar to grenades, and cause a wider area of destruction than the Pulse Gun. They are not fired, but are tossed with an arcing trajectory. Keep in mind that the targeting computer does not affect these weapons, since they are lobbed rather than aimed. The more Charger-Paks you have collected, the faster the firing rate and the shorter the recharge interval. The bigger Toss Bombs require increasingly larger charges to arm. You will always have standard Toss Bombs available to you; collect the Power-ups below to enhance this weapon.



Shrapnel Bombs

These cluster-like bombs carry multiple pieces. You deploy one main bomb, and on impact, they disperse into multiple bombs, each carrying a smaller charge. Shrapnel Bombs take out a larger area than most of your weapons.



Power Bombs

These are like standard Toss Bombs with a projected path much like a projectile, but carry the destruction of a bomb. Power Bombs require a lot of charge to deploy, so collect as many Charger Paks as you can find.

Power Projectiles



Power Projectiles are similar to Toss Bombs, but they are equipped with a propulsion system, much like a guided missile. They cause a wider area of destruction than the Pulse Gun but are fired in the same way. Power Projectiles are also available in a range of sizes with the larger versions requiring additional charges. The Targeting Computer – depending on which projectile you are using – can either handle all of the aiming (smart targeting) or none of it (like a toss bomb). The more Charger-Paks you have collected, the faster the firing rate and the shorter the recharge interval – especially critical with the larger versions of this weapon. You will always have standard Power Projectiles available to you; collect the Power-ups, below to enhance this weapon.

Curve Projectiles

These are similar to the Standard Projectile but deliver four times the punch. They can also evade incoming attacks by their unique curved path.

Tracker Projectiles

These projectiles are the most powerful of the bunch. They can deliver multiple kills with one use. There is a learning curve to aiming these devices correctly. Guide the Tracker with your flight and it will be your best weapon.

Health & Fuel



Health Power-Up

Picking up this power-up increases your overall health. This is needed to heal damage and stay alive. **WARNING:** At some point your enemies will discover these Health Paks and take action.



Regular Fuel Power-Up (Green)

Picking up this power-up increases your HeliPak fuel supply – necessary simply to continue flying. **WARNING:** At some point your enemies will discover these Fuel deposits and take action.



Warp Speed Fuel Power-Up (Red)

This power-up will give the HeliPak super speed. This is a timed resource, and you return to normal speed once the timer runs out. This power-up can either be a help or a hindrance. Be careful – you may pick one up only to slam into a wall at warp speed.

Special Power-ups



Flight Suit Invulnerability

You take no damage in a collision once this power-up is collected. Invulnerability is a timed resource, and your suit will return to normal once the timer runs out.



Shields

Picking up this power-up cause all enemy fire to reflect back to its source. This is a timed resource, and your suit will return to normal once the timer runs out.



Extra HeliPak

Picking up this power-up gives you an extra HeliPak Suit for extended play.

Dr. Grubert's Maps

Your HeliPak suit is equipped with an auto-mapping device – press Pause and then the A button to call up a map of the territory you've covered so far on any given level. Use the D-Pad to scroll the map, and the C button to snap the view to your current position, shown by a flashing red/yellow triangle.

Keys

Destroying the Key object may open a new passage either within view or out of sight of your current location. For the most part these are secret objects and have to be found. Don't let the structures fool you. You may need to do some terrain destruction to find the Key structures. The Keys may reveal resources to help you complete your mission.

Sources



Power Plant Source (Red)

Picking up this source will reduce the power of all enemies throughout the level. The more of these sources you collect, the weaker the enemies become.



Ammo Dump Source (Green)

Picking up this source will cause all enemies not yet destroyed to have slower firing rates, making them easier to attack. The more of these sources you collect, the slower the enemies will fire.



Generator Source (Blue)

Picking up this source will cause all enemies not yet destroyed to lose some of their protective shields, therefore becoming easier to defeat. The more of these sources you collect, the weaker the enemies' shields become.



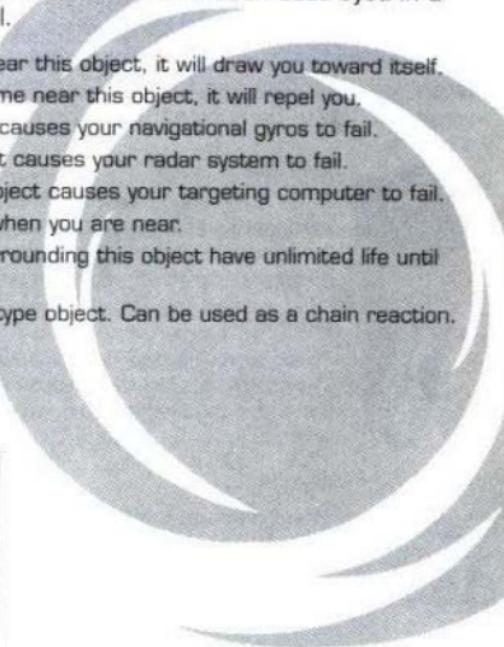
Boss Source

Collecting this source catches the Crime Boss and throws him or her or it into prison and successfully clears the level.

Other Sources

Sources are items which empower enemies or enemy installations. Many of these sources are cumulative in effect. Several located near each other will result in a much stronger effect. Once all of these have been destroyed in a local area, things will return to normal.

- **Attractor Source** – When you come near this object, it will draw you toward itself.
- **Repeller Source** – If you attempt to come near this object, it will repel you.
- **Gyro Jammer** – Flying near this object causes your navigational gyro's to fail.
- **Radar Jammer** – Flying near this object causes your radar system to fail.
- **Targeting Jammer** – Flying near this object causes your targeting computer to fail.
- **Darkness Source** – Causes darkness when you are near.
- **Resurrection Source** – All enemies surrounding this object have unlimited life until this object is destroyed.
- **Munitions Source** – This is a shrapnel-type object. Can be used as a chain reaction. Think of these like an Ammo Dump.



Enemy Weaponry

Through Pitt's connections in the international arms trade, your enemies have armed themselves with some of the most sophisticated armaments ever designed by our corporate weapons makers. In addition to their standard arsenal, all enemy installations, whether in the air or on the ground, have the ability to launch a variety of ammunition, including Trackers, Attractors, Repellers, and Gyro Jammers. Fortunately, some of these installations are large enough to be spotted from the air, including:



Turrets

These are ground-based enemies that resemble a tank turret. They are intelligent and can detect and target you. They are not very difficult to destroy, but are very numerous and sometimes protected by structures. They're usually protecting something, so if you see a lot of them, wipe them out.



Bunkers

These are similar to Turrets but are stronger and quicker in tracking you. They don't turn like the turrets, but they can shoot from any side. Get these guys right away – they're numerous and are usually protecting something.



Flyers

These enemies are your equals in ability. They can fly, may have the ability to track and shoot, and may just ram you for substantial damage. Flyers are usually used to protect the Boss. At least six different models of Flyers have been identified so far by our friends in the Underground. Some may move randomly, others may track and pursue you, while others may operate according to completely different pre-programmed responses.



Dr. Grubert's Hints & Tips

"You may not need this help." – Dr. Grubert

Interface

- Auto Targeting not only assists you in aiming – it helps you identify which enemy is your primary threat. Concentrating on the targeted enemy will take care of immediate danger first.
- Auto Targeting also lets you know if something is behind a wall or building. Watch for clues to secret areas.
- Look for hidden cubes by checking radar frequently.
- Have a plan of attack – study the map before each mission. If you aren't familiar with your surroundings, it will be easy to get lost.
- Keep a sharp eye on Fuel and Health bars. Know when it's time to replenish your resources.

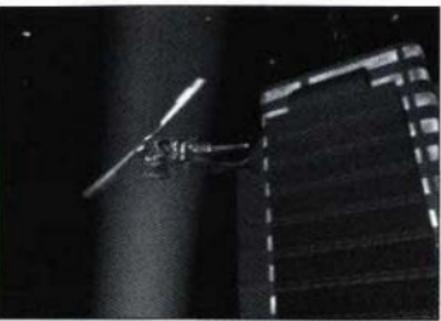
Weapons

- When attempting to destroy a force field, Toss Bombs are your best bet. Aim the Bombs so that they explode at the base. Better yet, target the force field at an angle for quicker results.
- Use the Pulse Gun on turrets. Save special weapons for tougher enemies.
- Use Projectiles on bunkers that are isolated, and Toss Bombs for bunkers that are grouped together.
- Special weapons take up a big chunk of energy, so use them wisely.

Flying

- When flying in a forward direction, use the shift keys to slide or make small-diameter turns. Use the D-Pad to make big, sweeping turns.
- Enemies may launch non-damaging ammunition that affects your flight performance. For instance, an enemy can fire an Attractor that sucks you in, or a Gyro Jammer that gives you the shakes. Keep a steady course!
- Face your enemy whenever possible. Use the shift buttons to keep your enemies in view while flying.
- To circle a target, accelerate while pressing the D-Pad left or right in combination with the opposite shift key. This is a tricky combination move, but a highly effective attack method.





Enemies

- Shoot first, ask questions later: More than likely, enemies are surrounding something you want.
- When destroying an enemy group, attack from the perimeter to the center.
- Take out enemies before trying to pick up nearby power-ups.
- Even after an enemy is destroyed, their shots in the air can still hit you, so beware.
- A trick to destroying bunkers – position yourself so other enemy fire hits the bunker and does the work for you.
- You can out-fly the turret fire as it tracks you. Stay one step ahead of turret rotation – attack them from the rear.
- If an area seems empty, watch out for flying enemies. Dispose of them immediately – those guys don't quit.
- Don't be an easy target. Keep moving while shooting enemies.

Power-Ups

- Try to save Fuel and Health power-ups for when you really need them. Remember power-up locations so that you can find more health or fuel in times of need.
- You will find the yellow and green Charger-Pak cubes invaluable. Seek them out.
- Destroy any isolated behavior cubes. They usually affect secret areas.
- If you see a clump of power-ups, beware – it may be a trap!
- Some say the warp power cubes are deceptive in their utility.
- Keys may not be located near the areas they open.



The **BLADEFORCE** "BITE ME" Development Team

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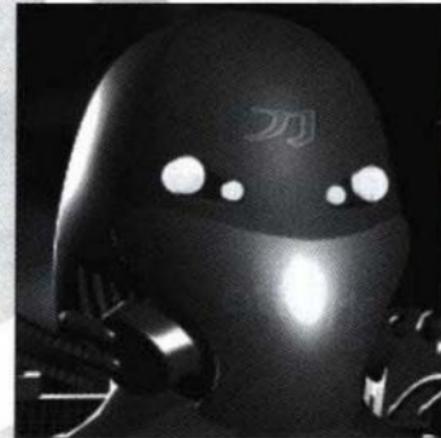
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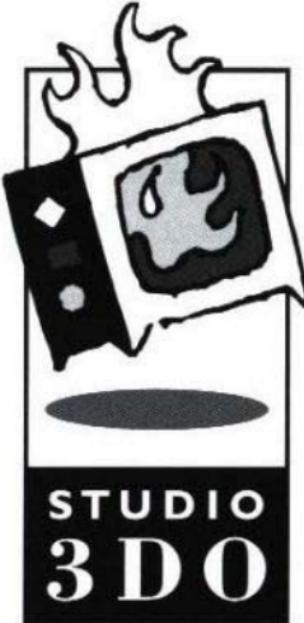
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